SHARP

PROJECTOR

MODEL

XV-Z30000

SETUP MANUAL

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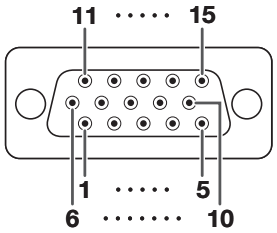
Connecting Pin Assignments

COMPUTER/COMPONENT input Terminal: mini D-sub 15 pin female connector



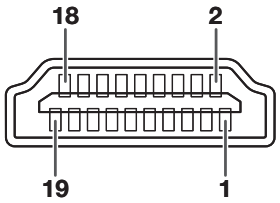
COMPUTER Input

Pin No.	Signal
1.	Video input (red)
2.	Video input (green/sync on green)
3.	Video input (blue)
4.	Not connected
5.	Not connected
6.	Earth (red)
7.	Earth (green/sync on green)
8.	Earth (blue)
9.	Not connected
10.	GND
11.	Not connected
12.	Bi-directional data
13.	Horizontal sync signal: TTL level
14.	Vertical sync signal: TTL level
15.	Data clock

COMPONENT Input

Pin No.	Signal
1.	PR (CR)
2.	Y
3.	PB (CB)
4.	Not connected
5.	Not connected
6.	Earth (PR)
7.	Earth (Y)
8.	Earth (PB)
9.	Not connected
10.	Not connected
11.	Not connected
12.	Not connected
13.	Not connected
14.	Not connected
15.	Not connected

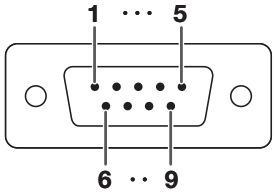
HDMI Terminal



Pin No.	Name
1.	T.M.D.S. Data 2+
2.	T.M.D.S. Data 2 Shield
3.	T.M.D.S. Data 2–
4.	T.M.D.S. Data 1+
5.	T.M.D.S. Data 1 Shield
6.	T.M.D.S. Data 1–
7.	T.M.D.S. Data 0+
8.	T.M.D.S. Data 0 Shield
9.	T.M.D.S. Data 0–
10.	T.M.D.S. Clock+

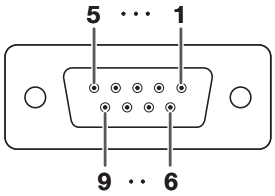
Pin No.	Name
11.	T.M.D.S. Clock Shield
12.	T.M.D.S. Clock–
13.	CEC
14.	Utility
15.	SCL
16.	SDA
17.	DDC/CEC ground
18.	+5V power
19.	Hot plug detection

RS-232C Terminal: D-sub 9 pin male connector of the DIN-D-sub RS-232C adaptor



Pin No.	Signal	Name	I/O	Reference
1.				Not connected
2.	RD	Receive Data	Input	Connected to internal circuit
3.	SD	Send Data	Output	Connected to internal circuit
4.				Not connected
5.	SG	Signal Ground		Connected to internal circuit
6.				Not connected
7.	RS	Request to Send		Connected to CS in internal circuit
8.	CS	Clear to Send		Connected to RS in internal circuit
9.				Not connected

RS-232C Cable recommended connection: D-sub 9 pin female connector

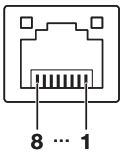


Pin No.	Signal	Pin No.	Signal
1.	CD	1.	CD
2.	RD	2.	RD
3.	SD	3.	SD
4.	ER	4.	ER
5.	SG	5.	SG
6.	DR	6.	DR
7.	RS	7.	RS
8.	CS	8.	CS
9.	CI	9.	CI

Note

- Depending on the controlling device used, it may be necessary to connect Pin 4 and Pin 6 on the controlling device (e.g. computer).

LAN Terminal: LAN (RJ-45)



Pin No.	Signal	Pin No.	Signal
1.	TX+	5.	
2.	TX–	6.	RX–
3.	RX+	7.	
4.		8.	

RS-232C Specifications and Commands

Computer control

A computer can be used to control the projector by connecting an RS-232C serial control cable (cross type, commercially available) to the projector. (See page 26 of the projector's operation manual for connection.)

Communication conditions

Set the serial port settings of the computer to match that of the table.

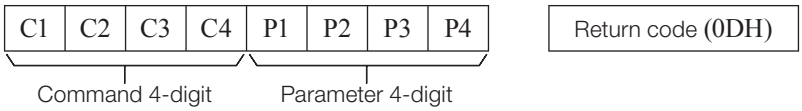
Signal format: Conforms to RS-232C standard.	**Parity bit: None**
Baud rate*: 9,600 bps	**Stop bit: 1 bit**
Data length: 8 bits	**Flow control: None**

*Set the projector's baud rate to the same rate as used by the computer.

Basic format

Commands from the computer are sent in the following order: command, parameter, and return code. After the projector processes the command from the computer, it sends a response code to the computer.

Command format



Response code format

Normal response

Problem response (communication error or incorrect command)

Info

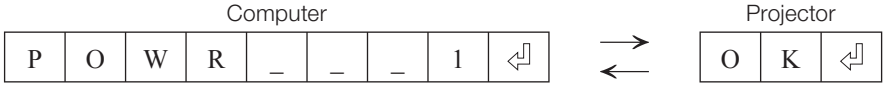
- When controlling the projector using RS-232C commands from a computer, wait for at least 30 seconds after the power has been turned on, and then transmit the commands.
- After sending an input selection or picture adjustment command and then receiving an “OK” response code, the projector may take some time to process the command. If a second command is sent while the projector is still processing the first command, you may receive an “ERR” response code. If this happens, try resending the second command.
- When more than one code is being sent, send each command only after the response code for the previous command from the projector is verified.
- “POWR????”, “TABN _ _ _ 1”, “TLPS _ _ _ 1”, “TPOW _ _ _ 1”, “TLPN _ _ _ 1”, “TLTT _ _ _ 1”, “TLTM _ _ _ 1”, “TLTL _ _ _ 1”, “TNAM _ _ _ 1”, “MNRD _ _ _ 1”, “PJN0 _ _ _ 1”
  - When the projector receives the special commands shown above:
    * The on-screen display will not disappear.
    * The “Auto Power Off” or “No Operation Off” timer will not be reset.
  - The special commands are available for applications that require continuous polling.

Note

- If an underbar (_) appears in the parameter column, enter a space.
- If an asterisk (*) appears in the parameter column, enter a value in the range indicated in brackets under Control Contents.

Commands

Example: When turning on the projector, make the following setting.



Control Contents			Command				Parameter				Return	
											Power ON	Standby mode (or 30-second startup time)
Power	On		P	O	W	R	_	_	_	1	OK or ERR	OK
	Off		P	O	W	R	_	_	_	0	OK	OK or ERR
	Status		P	O	W	R	?	?	?	?	1	0
Projector Condition			T	A	B	N	_	_	_	1	0: Normal 1: Temp High 8: Lamp Life 5% or less 16: Lamp Burn-out 32: Lamp Ignition Failure	0: Normal 1: Temp High 2: Fan Error 4: Lamp Cover Open 8: Lamp Life 5% or less 16: Lamp Burn-out 32: Lamp Ignition Failure 64: Temp Abnormally High
Lamp	Status		T	L	P	S	_	_	_	1	0: Off, 1: On, 2: Retry 3: Waiting, 4: Lamp Error	0: Off, 4: Lamp Error
	Power Status		T	P	O	W	_	_	_	1	1: On, 2: Cooling	0: Standby
	Quantity		T	L	P	N	_	_	_	1	1	
	Usage Time (Hour)		T	L	T	T	_	_	_	1	0-9999 (Integer)	
	Usage Time (Minuite)		T	L	T	M	_	_	_	1	0, 15, 30, 45	
	Life (Percentage)		T	L	T	L	_	_	_	1	0%-100% (Integer)	
Name	Model Name Check		T	N	A	M	_	_	_	1	XVZ30000	
	Model Name Check		M	N	R	D	_	_	_	1	XV-Z30000	
	Projector Name Setting1 (First 4 characters) *1		P	J	N	1	*	*	*	*	OK or ERR	
	Projector Name Setting2 (Middle 4 characters) *1		P	J	N	2	*	*	*	*	OK or ERR	
	Projector Name Setting3 (Last 4 characters) *1		P	J	N	3	*	*	*	*	OK or ERR	
	Projector Name Check		P	J	N	0	_	_	_	1	Projector Name	
Input Change	COMPUTER		I	R	G	B	_	_	_	1	OK or ERR	ERR
	COMPONENT		I	R	G	B	_	_	_	2	OK or ERR	ERR
	HDMI1		I	R	G	B	_	_	_	3	OK or ERR	ERR
	HDMI2		I	R	G	B	_	_	_	4	OK or ERR	ERR
	Input RGB Check		I	R	G	B	?	?	?	?	1: COMPUTER, 2: COMPONENT, 3: HDMI1, 4: HDMI2, ERR	ERR
	Input Mode Check		I	M	O	D	?	?	?	?	1: RGB	ERR
	Input Check		I	C	H	K	?	?	?	?	1: COMPUTER 2: COMPONENT 3: HDMI1 4: HDMI2	ERR
Resize	COMPUTER	Normal	R	A	S	R	_	_	_	1	OK or ERR	ERR
		16:9	R	A	S	R	_	_	_	2	OK or ERR	ERR
		Native	R	A	S	R	_	_	_	3	OK or ERR	ERR
		Cinema Zoom	R	A	S	R	_	_	_	5	OK or ERR	ERR
		Zoom14:9	R	A	S	R	_	_	_	7	OK or ERR	ERR
		Smart Zoom	R	A	S	R	_	_	_	6	OK or ERR	ERR
	COMPONENT	Normal	R	B	S	R	_	_	_	1	OK or ERR	ERR
		16:9	R	B	S	R	_	_	_	2	OK or ERR	ERR
		Native	R	B	S	R	_	_	_	3	OK or ERR	ERR
		Cinema Zoom	R	B	S	R	_	_	_	5	OK or ERR	ERR
		Zoom14:9	R	B	S	R	_	_	_	7	OK or ERR	ERR
		Smart Zoom	R	B	S	R	_	_	_	6	OK or ERR	ERR
	HDMI1	Normal	R	C	S	R	_	_	_	1	OK or ERR	ERR
		16:9	R	C	S	R	_	_	_	2	OK or ERR	ERR
		Native	R	C	S	R	_	_	_	3	OK or ERR	ERR
		Cinema Zoom	R	C	S	R	_	_	_	5	OK or ERR	ERR
		Zoom14:9	R	C	S	R	_	_	_	7	OK or ERR	ERR
		Smart Zoom	R	C	S	R	_	_	_	6	OK or ERR	ERR
	HDMI2	Normal	R	D	S	R	_	_	_	1	OK or ERR	ERR
		16:9	R	D	S	R	_	_	_	2	OK or ERR	ERR
		Native	R	D	S	R	_	_	_	3	OK or ERR	ERR
		Cinema Zoom	R	D	S	R	_	_	_	5	OK or ERR	ERR
		Zoom14:9	R	D	S	R	_	_	_	7	OK or ERR	ERR
		Smart Zoom	R	D	S	R	_	_	_	6	OK or ERR	ERR
ALL Reset			A	L	R	E	_	_	_	1	OK or ERR	ERR

RS-232C Specifications and Commands

Control Contents			Command				Parameter				Return	
											Power ON	Standby mode (or 30-second startup time)
COMPUTER INPUT	Picture Mode	Standard	R	A	P	S	_	_	_	1	OK or ERR	ERR
		Movie1	R	A	P	S	_	_	_	2	OK or ERR	ERR
		Movie2	R	A	P	S	_	_	_	3	OK or ERR	ERR
		Monochrome	R	A	P	S	_	_	_	4	OK or ERR	ERR
		Anime	R	A	P	S	_	_	_	5	OK or ERR	ERR
		Sports	R	A	P	S	_	_	_	6	OK or ERR	ERR
		Stage	R	A	P	S	_	_	_	7	OK or ERR	ERR
		Dynamic	R	A	P	S	_	_	_	8	OK or ERR	ERR
		User1	R	A	P	S	_	_	_	9	OK or ERR	ERR
		User2	R	A	P	S	_	_	1	0	OK or ERR	ERR
		Game	R	A	P	S	_	_	1	1	OK or ERR	ERR
	Contrast	-30 - +30	R	A	P	I	_	*	*	*	OK or ERR	ERR
	Bright	-30 - +30	R	A	B	R	_	*	*	*	OK or ERR	ERR
	Color	-30 - +30	R	A	C	O	_	*	*	*	OK or ERR	ERR
	Tint	-30 - +30	R	A	T	I	_	*	*	*	OK or ERR	ERR
	Sharp	-30 - +30	R	A	S	H	_	*	*	*	OK or ERR	ERR
	Red Gain	-30 - +30	R	A	R	D	_	*	*	*	OK or ERR	ERR
	Green Gain	-30 - +30	R	A	G	N	_	*	*	*	OK or ERR	ERR
	Blue Gain	-30 - +30	R	A	B	E	_	*	*	*	OK or ERR	ERR
	CLR Temp	-2 - +2	R	A	C	T	_	_	*	*	OK or ERR	ERR
	Picture Reset		R	A	R	E	_	_	_	1	OK or ERR	ERR
COMPONENT INPUT	Picture Mode	Standard	R	B	P	S	_	_	_	1	OK or ERR	ERR
		Movie1	R	B	P	S	_	_	_	2	OK or ERR	ERR
		Movie2	R	B	P	S	_	_	_	3	OK or ERR	ERR
		Monochrome	R	B	P	S	_	_	_	4	OK or ERR	ERR
		Anime	R	B	P	S	_	_	_	5	OK or ERR	ERR
		Sports	R	B	P	S	_	_	_	6	OK or ERR	ERR
		Stage	R	B	P	S	_	_	_	7	OK or ERR	ERR
		Dynamic	R	B	P	S	_	_	_	8	OK or ERR	ERR
		User1	R	B	P	S	_	_	_	9	OK or ERR	ERR
		User2	R	B	P	S	_	_	1	0	OK or ERR	ERR
		Game	R	B	P	S	_	_	1	1	OK or ERR	ERR
	Contrast	-30 - +30	R	B	P	I	_	*	*	*	OK or ERR	ERR
	Bright	-30 - +30	R	B	B	R	_	*	*	*	OK or ERR	ERR
	Color	-30 - +30	R	B	C	O	_	*	*	*	OK or ERR	ERR
	Tint	-30 - +30	R	B	T	I	_	*	*	*	OK or ERR	ERR
	Sharp	-30 - +30	R	B	S	H	_	*	*	*	OK or ERR	ERR
	Red Gain	-30 - +30	R	B	R	D	_	*	*	*	OK or ERR	ERR
	Green Gain	-30 - +30	R	B	G	N	_	*	*	*	OK or ERR	ERR
	Blue Gain	-30 - +30	R	B	B	E	_	*	*	*	OK or ERR	ERR
	CLR Temp	-2 - +2	R	B	C	T	_	_	*	*	OK or ERR	ERR
	Picture Reset		R	B	R	E	_	_	_	1	OK or ERR	ERR
HDMI1	Picture Mode	Standard	R	C	P	S	_	_	_	1	OK or ERR	ERR
		Movie1	R	C	P	S	_	_	_	2	OK or ERR	ERR
		Movie2	R	C	P	S	_	_	_	3	OK or ERR	ERR
		Monochrome	R	C	P	S	_	_	_	4	OK or ERR	ERR
		Anime	R	C	P	S	_	_	_	5	OK or ERR	ERR
		Sports	R	C	P	S	_	_	_	6	OK or ERR	ERR
		Stage	R	C	P	S	_	_	_	7	OK or ERR	ERR
		Dynamic	R	C	P	S	_	_	_	8	OK or ERR	ERR
		User1	R	C	P	S	_	_	_	9	OK or ERR	ERR
		User2	R	C	P	S	_	_	1	0	OK or ERR	ERR
		Game	R	C	P	S	_	_	1	1	OK or ERR	ERR
	Contrast	-30 - +30	R	C	P	I	_	*	*	*	OK or ERR	ERR
	Bright	-30 - +30	R	C	B	R	_	*	*	*	OK or ERR	ERR
	Color	-30 - +30	R	C	C	O	_	*	*	*	OK or ERR	ERR
	Tint	-30 - +30	R	C	T	I	_	*	*	*	OK or ERR	ERR
	Sharp	-30 - +30	R	C	S	H	_	*	*	*	OK or ERR	ERR
	Red Gain	-30 - +30	R	C	R	D	_	*	*	*	OK or ERR	ERR
	Green Gain	-30 - +30	R	C	G	N	_	*	*	*	OK or ERR	ERR
	Blue Gain	-30 - +30	R	C	B	E	_	*	*	*	OK or ERR	ERR
	CLR Temp	-2 - +2	R	C	C	T	_	_	*	*	OK or ERR	ERR
	Picture Reset		R	C	R	E	_	_	_	1	OK or ERR	ERR

Control Contents			Command				Parameter				Return	
											Power ON	Standby mode (or 30-second startup time)
HDMI2	Picture Mode	Standard	R	D	P	S	_	_	_	1	OK or ERR	ERR
		Movie1	R	D	P	S	_	_	_	2	OK or ERR	ERR
		Movie2	R	D	P	S	_	_	_	3	OK or ERR	ERR
		Monochrome	R	D	P	S	_	_	_	4	OK or ERR	ERR
		Anime	R	D	P	S	_	_	_	5	OK or ERR	ERR
		Sports	R	D	P	S	_	_	_	6	OK or ERR	ERR
		Stage	R	D	P	S	_	_	_	7	OK or ERR	ERR
		Dynamic	R	D	P	S	_	_	_	8	OK or ERR	ERR
		User1	R	D	P	S	_	_	_	9	OK or ERR	ERR
		User2	R	D	P	S	_	_	1	0	OK or ERR	ERR
		Game	R	D	P	S	_	_	1	1	OK or ERR	ERR
	Contrast	-30 - +30	R	D	P	I	_	*	*	*	OK or ERR	ERR
	Bright	-30 - +30	R	D	B	R	_	*	*	*	OK or ERR	ERR
	Color	-30 - +30	R	D	C	O	_	*	*	*	OK or ERR	ERR
	Tint	-30 - +30	R	D	T	I	_	*	*	*	OK or ERR	ERR
	Sharp	-30 - +30	R	D	S	H	_	*	*	*	OK or ERR	ERR
	Red Gain	-30 - +30	R	D	R	D	_	*	*	*	OK or ERR	ERR
	Green Gain	-30 - +30	R	D	G	N	_	*	*	*	OK or ERR	ERR
	Blue Gain	-30 - +30	R	D	B	E	_	*	*	*	OK or ERR	ERR
	CLR Temp	-2 - +2	R	D	C	T	_	_	*	*	OK or ERR	ERR
	Picture Reset		R	D	R	E	_	_	_	1	OK or ERR	ERR
RGB Frequency Check	Horizontal		T	F	R	Q	_	_	_	1	kHz (***.* or ERR)	ERR
	Vertical		T	F	R	Q	_	_	_	2	Hz (***.* or ERR)	ERR
3D	On		3	D	E	N	_	_	_	1	OK or ERR	ERR
	Off		3	D	E	N	_	_	_	0	OK or ERR	ERR
	Format	Auto	3	D	F	M	_	_	_	0	OK or ERR	ERR
		Side By Side	3	D	F	M	_	_	_	1	OK or ERR	ERR
		Top And Bottom	3	D	F	M	_	_	_	2	OK or ERR	ERR
	Invert		3	D	I	V	_	_	_	1	OK or ERR	ERR
ANAMORPHIC	Off		A	N	A	M	_	_	_	0	OK or ERR	ERR
	2.35:1		A	N	A	M	_	_	_	1	OK or ERR	ERR
	16:9		A	N	A	M	_	_	_	2	OK or ERR	ERR
LENS	Focus	-255 - 255	L	N	F	O	*	*	*	*	OK or ERR	ERR
	Zoom	-255 - +255	L	N	Z	O	*	*	*	*	OK or ERR	ERR
	Vertical Lens Shift *3	-800 - +800	L	N	S	H	*	*	*	*	OK or ERR	ERR
		-800 - +800	L	N	U	D	*	*	*	*	OK or ERR	ERR
	Horizontal Lens Shift *3	-800 - +800	L	N	L	R	*	*	*	*	OK or ERR	ERR
	Lens Shift Center *3		L	N	P	D	_	_	_	1	OK or ERR	ERR
MEMORY	Save	1-2	L	N	S	V	*	*	*	*	OK or ERR	ERR
	Load *3	1-2	L	N	L	O	*	*	*	*	OK or ERR	ERR
	Clear	1-2	L	N	C	R	*	*	*	*	OK or ERR	ERR
	Lock	Off	L	N	M	L	_	_	_	0	OK or ERR	ERR
		On	L	N	M	L	_	_	_	1	OK or ERR	ERR
Reset Network Setting			L	N	R	E	_	_	_	1	OK or ERR	OK or ERR
Restart Network			L	R	E	S	_	_	_	1	OK or ERR	OK or ERR
Lamp Timer Reset *2			L	P	R	E	0	0	0	1	ERR	OK, ERR

*1 For setting the projector name, send the commands in the order of PJN1, PJN2 and PJN3.

*2 The Lamp Timer Reset command can only be sent in standby mode.

*3 If the lens cover is not correctly attached, you may receive an “ERR” response code.

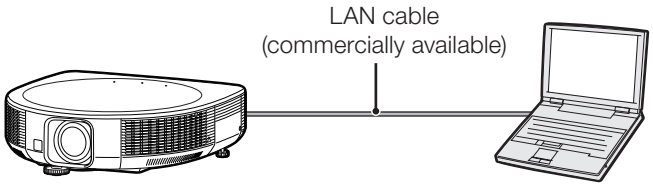
Setting up the Projector Network Environment

This section describes the basic procedure for using the projector via the network. If the network is already constructed, the projector's network settings may need to be changed. Please consult your network administrator for assistance with these settings. You can make network settings both on the projector and on the computer. The following procedure is for making settings on the computer.

Network settings on the computer

1. Connecting the projector to a computer

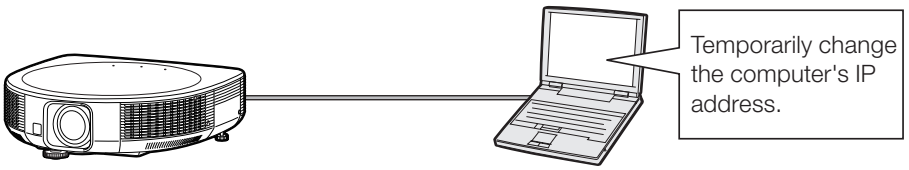
Connect a LAN cable (Category 5, cross-over type) between the computer and projector.



➡ Page 9

2. Setting an IP address for the computer

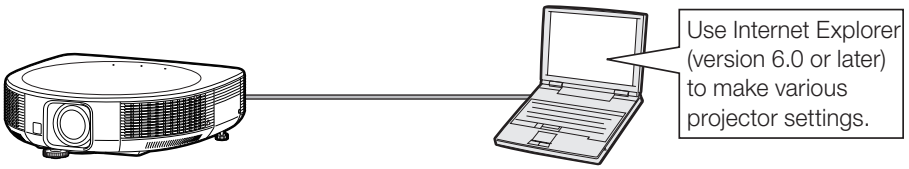
Adjust the IP settings of the computer to enable one-to-one communications with the projector.



➡ Pages 10, 11

3. Setting the Projector Using Internet Explorer

Adjust the projector network settings to conform to your network.



➡ Page 12

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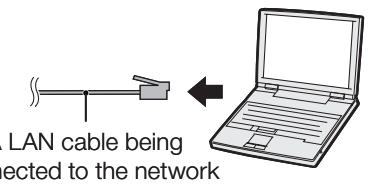
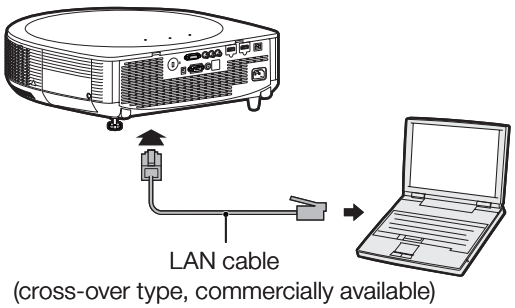
1. Connecting the Projector to a Computer

Establishing a one-to-one connection from the projector to a computer. Using a commercially available LAN cable (UTP cable, Category 5, cross-over type) you can configure the projector via the computer.

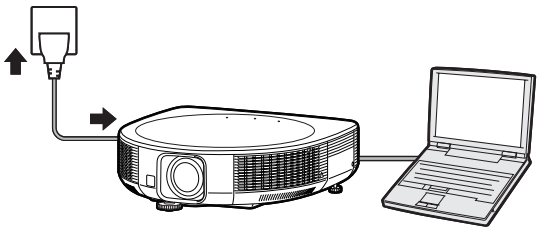
1 **Disconnect the computer's LAN cable from the existing network.**



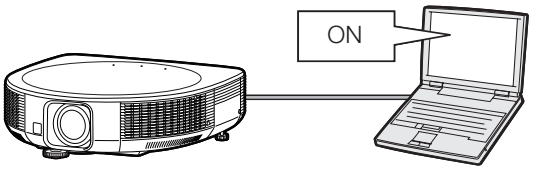
2 **Connect a commercially available LAN cable (UTP cable, Category 5, cross-over type) to the projector's LAN terminal and connect the other end of the cable to the computer's LAN terminal.**



3 **Plug the power cord into the AC socket of the projector.**



4 **Turn on the computer.**



Info

Confirm that the LINK LED on the rear of the projector illuminates. If the LINK LED does not illuminate, check the following:

- The LAN cable is properly connected.
- The power switches of both the projector and the computer are on.

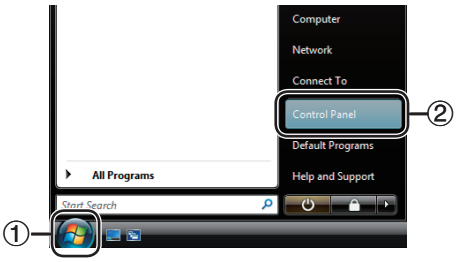
This completes the connection. Now proceed to **"2. Setting an IP Address for the Computer"**.

2. Setting an IP Address for the Computer

The following describes how to make settings in Windows Vista®.

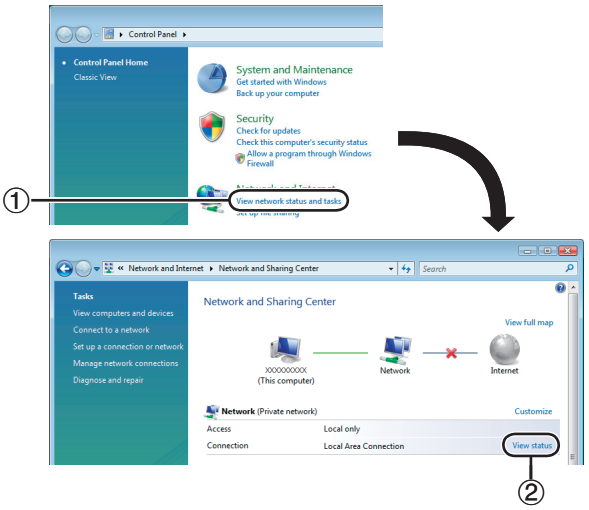
1 Log on the network using the administrator's account for the computer.

2 Click “start”, and click “Control Panel”.



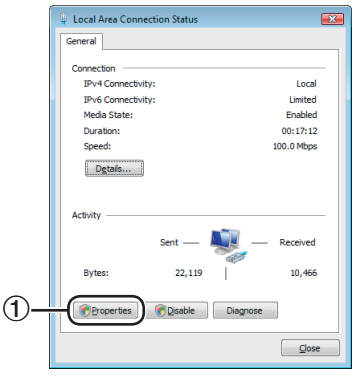
3 Click “View network status and tasks” of “Network and Internet”, and click “View status” in the new window.

- This manual uses examples to explain the operations in Category View. If you are using Classic View, double-click “Network and Sharing Center”.

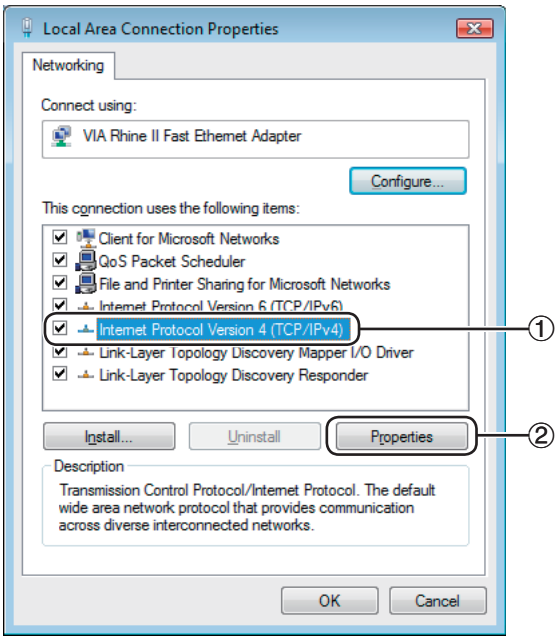


4 Click “Properties”.

- When the user account control display is displayed, click “Continue”.



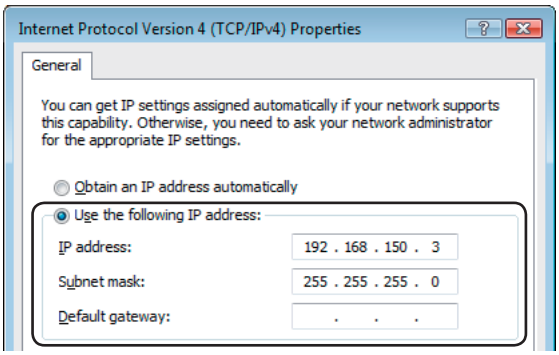
5 Click “Internet Protocol Version 4 (TCP/IPv4)”, and click the “Properties” button.



6 Confirm or change an IP address for the setup computer.

① **Confirm and note the current IP address, Subnet mask and Default gateway.**
Make sure to note the current IP address, Subnet mask and Default gateway as you will be required to reset them later.

② Set temporarily as follows:
IP address: 192.168.150.3
Subnet mask: 255.255.255.0
Default gateway: (Do not input any values.)


Internet Protocol Version 4 (TCP/IPv4) Properties
General
You can get IP settings assigned automatically if your network supports this capability. Otherwise, you need to ask your network administrator for the appropriate IP settings.
Obtain an IP address automatically
Use the following IP address:
IP address: 192 . 168 . 150 . 3
Subnet mask: 255 . 255 . 255 . 0
Default gateway:

Note

- The factory default settings for the projector are as follows:
  DHCP Client: OFF
  IP address: 192.168.150.2
  Subnet mask: 255.255.255.0
  Default gateway: 0.0.0.0

7 After setting, click the “OK” button, and then restart the computer.

After confirming or setting, proceed to **“3. Setting the Projector Using Internet Explorer”**.

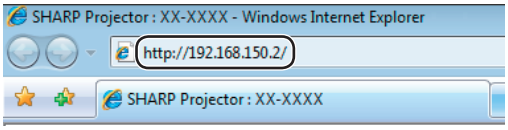
3. Setting the Projector Using Internet Explorer

Complete connections to external equipment before starting the operation. (See pages 23-27 of the projector's operation manual.)
Complete the AC cord connection. (See page 27 of the projector's operation manual.)

Note

- When connecting the projector to the LAN, use a commercially available LAN cable (UTP cable, Category 5, cross-over type). When connecting the projector to a hub, use a straight-through cable.

1 Start Internet Explorer (version 6.0 or later) on the computer, and enter “http://192.168.150.2/” in “Address”, and then press the “Enter” key.



Note

- You can change the projector's IP address in “TCP/IP” of the “Network” menu on the projector.

2 A screen for setting the projector appears, set the each item.

Items	Description
User Name	Setting of user name for security protection.
Password	Setting of password for security protection.
Projector Name	Setting the projector name.
Auto Logout Time	Setting the time interval in which the projector will be automatically disconnected from the network in units of a minute (from 1 to 65535 minutes). If the set value is made 0, the Auto Logout function is disabled.
Data Port	Setting the TCP port number used when exchanging data with the projector (from 1025 to 65535).
Search Port	Setting the port number used when searching for the projector (from 1025 to 65535).

Note

- After setting items, wait for about 15 seconds and then re-access.
- User Name and Password can be up to 8 characters.
- Projector Name can be up to 12 characters.
- You can input the characters below:
  a-z, A-Z, 0-9, -, _, (,), space

Resetting the Lamp Timer of the Projector via LAN

When the projector is connected to a network, you can use the communications program to send a command to reset the lamp timer. The example below uses Windows® XP as the operating system. When you use Windows Vista® or Windows® 7, use other communications program referring to the following steps, because Windows Vista® or Windows® 7 does not come with HyperTerminal.

1 Click “Start” – “All Programs” – “Accessories” – “Communications” – “HyperTerminal”.

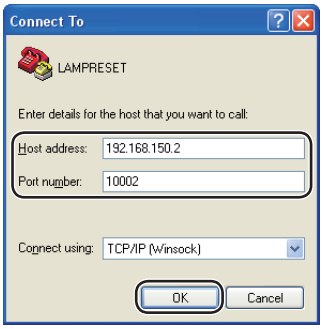
- If you do not have HyperTerminal installed, see the operation manual of your computer.
- Depending on the settings of your computer, you may be required to enter your area code and other details. Enter the information as required.

2 Enter a name in the “Name” field, and click “OK”.

3 If you are required to enter the area code, enter it in the “Area code” field. From the “Connect using” drop-down menu, select “TCP/IP (Winsock)”, and click “OK”.

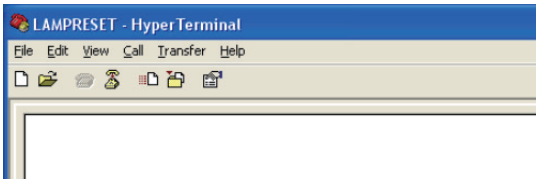
Select “TCP/IP (Winsock)”

4 Enter the IP address of the projector in the “Host address” field (see “TCP/IP” on the “Network” menu of the projector), and enter the data port of the projector in the “Port number” field (“10002” is the factory default setting), and click “OK”.

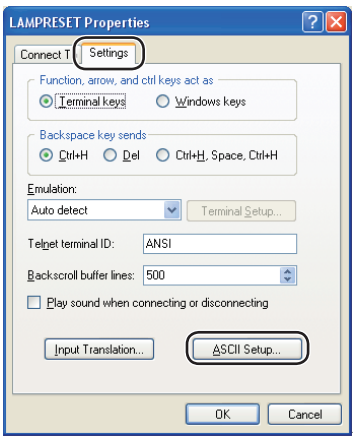


Resetting the Lamp Timer of the Projector via LAN

5 **Click “Properties” on the “File” menu.**

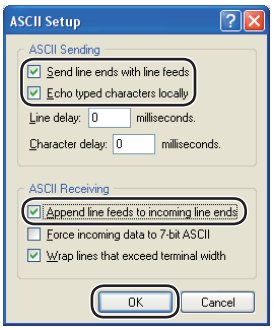


6 **Click the “Settings” tab, and then click “ASCII Setup”.**



7 **Select the check boxes next to “Send line ends with line feeds”, “Echo typed characters locally”, and “Append line feeds to incoming line ends”, and click “OK”.**

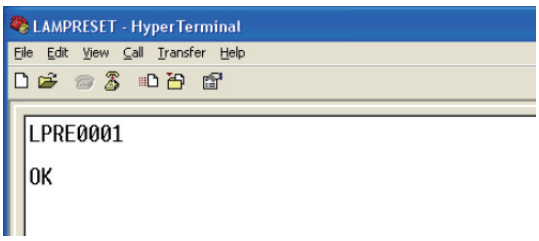
- The LAMPRESET Properties window appears, click “OK”.



8 **If a user name and/or password is set for the projector, enter the user name and password.**

9 **Send the lamp reset command “LPRE0001”.**

- This command can only be sent when the projector is in standby mode.
- When “OK” is received, this indicates that the lamp was successfully reset.



10 **Close HyperTerminal.**

Troubleshooting

Communication cannot be established with the projector

When connecting the projector using serial-connection

- Check that the RS-232C terminal of the projector and a computer or the commercially available controller are connected correctly.
- Check that the RS-232C cable is a cross-over cable.
- Check that the RS-232C port setting for the projector corresponds to the setting for the computer or the commercially available controller.

When connecting the projector to a computer using network (LAN)-connection

- Check that the cable's connector is firmly inserted in the LAN terminal of the projector.
- Check that the cable is firmly inserted into a LAN port for a computer or a network device such as a hub.
- Check that the LAN cable is a Category 5 cable.
- Check that the LAN cable is a cross-over cable when connecting the projector to a computer directly.
- Check that the LAN cable is a straight-through cable when connecting the projector with a network device such as a hub.
- Check that the power supply is turned on for the network device such as a hub between the projector and a computer.
- If all of the above are unsuccessful, restart the network function using “Network” - “Restart Network”. (See page **59** of the projector’s operation manual.)

Check the network settings for the computer and the projector

- Check the following network settings for the projector.
  - IP Address
    Check that the IP address for the projector is not duplicated on the network.
  - Subnet Mask
    When the gateway setting for the projector is “0.0.0.0” (Not Used), or the gateway setting for the projector and the default gateway setting for the computer are the same:
    - The subnet masks for the projector and the computer should be the same.
    - The IP address parts shown by the subnet mask for the projector and the computer should be the same.
      (Example)
      When the IP address is “192.168.150.2” and the subnet mask is “255.255.255.0” for the projector, the IP address for the computer should be “192.168.150.X” (X=3-254) and the subnet mask should be “255.255.255.0”.
  - Gateway
    When the gateway setting for the projector is “0.0.0.0” (Not Used), or the gateway setting for the projector and the default gateway setting for the computer are the same:
    - The subnets for the projector and the computer should be the same.
    - The IP address parts shown by the subnet mask for the projector and the computer should be the same.
      (Example)
      When the IP address is “192.168.150.2” and the subnet mask is “255.255.255.0” for the projector, the IP address for the computer should be “192.168.150.X” (X=3-254) and the subnet mask should be “255.255.255.0”.

Note

- When “DHCP Client” is set to “Off” on the projector:
  IP address: 192.168.150.2
  Subnet mask: 255.255.255.0
  Gateway address: 0.0.0.0 (Not Used)
- For network settings for the projector, refer to page **12**.

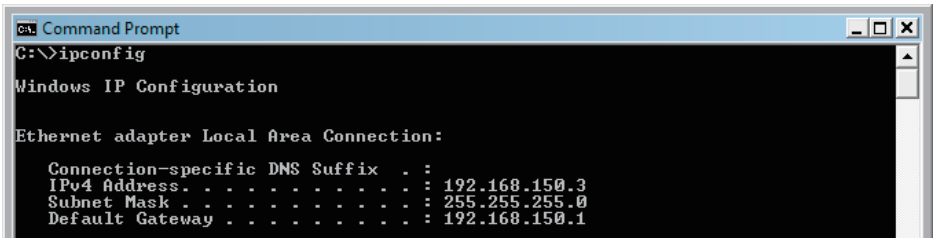
◀ Take the following steps for checking the network settings for the computer.

1. Open a command prompt.
   Click “start” ➔ “All Programs” ➔ “Accessories” ➔ “Command Prompt” in order.
2. After launching the command prompt, enter the command “ipconfig”, and press the “Enter” key.

Note

- Communication may not be established even after carrying out the network settings for the computer. In such cases, restart your computer.

C:\>ipconfig


Command Prompt
C:\>ipconfig
Windows IP Configuration
Ethernet adapter Local Area Connection:
Connection-specific DNS Suffix . :
IPv4 Address. . . . . : 192.168.150.3
Subnet Mask . . . . . : 255.255.255.0
Default Gateway . . . . . : 192.168.150.1

Note

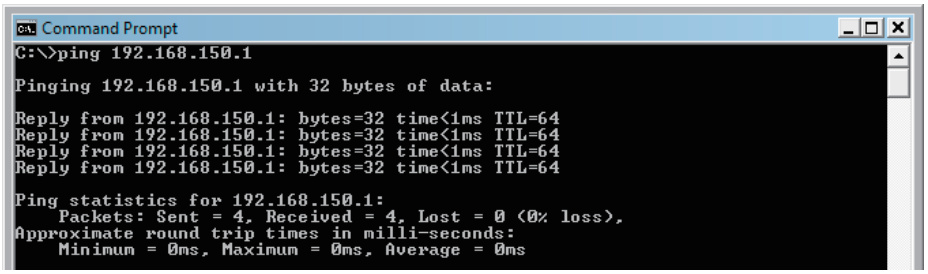
- Usage examples of ipconfig

C:\>ipconfig /?	displays how to use “ipconfig.exe”.
C:\>ipconfig	displays the set IP address, subnet mask and default gateway.
C:\>ipconfig /all	displays all the setting information related to TCP/IP.

3. To return to the Windows® screen, enter “exit” and press the “Enter” key.

◀ Check if the “TCP/IP” protocol is operating correctly using the “PING” command. Also, check if an IP address is set.

1. Open a command prompt.
   Click “start” ➔ “All Programs” ➔ “Accessories” ➔ “Command Prompt” in order.
2. After launching the command prompt enter a command “PING”.
   Entry example C:\>ping XXX.XXX.XXX.XXX
   “XXX.XXX.XXX.XXX” should be entered with an IP address to be connected to, such as the projector.
3. When connecting normally, the display will be as follows.
   (The screen may be slightly different depending on the OS type.)
   <Example> when the IP address connected to is “192.168.150.1”


Command Prompt
C:\>ping 192.168.150.1
Pinging 192.168.150.1 with 32 bytes of data:
Reply from 192.168.150.1: bytes=32 time<1ms TTL=64
Reply from 192.168.150.1: bytes=32 time<1ms TTL=64
Reply from 192.168.150.1: bytes=32 time<1ms TTL=64
Reply from 192.168.150.1: bytes=32 time<1ms TTL=64
Ping statistics for 192.168.150.1:
Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
Minimum = 0ms, Maximum = 0ms, Average = 0ms

4. When a command cannot be sent, “Request time out” will be displayed.
   Check the network setting again.
   If communication can still not be established properly, contact your network administrator.
5. To return to the Windows® screen, enter “exit” and then press the “Enter” key.

◀ When the projector cannot be connected, even though the “PING” command is checked:

1. When a security software is installed on the PC, or when a fire wall has been set up for the network system, connection may not be possible. Consult the system administrator when, for example, you want to change the settings to enable use of the TCP port set as the data port.
2. When neither of the above two items applies, change the settings for the data port.

A connection cannot be made because you have forgotten your user name or your password.

◀ Initialize the settings. (See page **59** of the projector's operation manual.)

◀ After the initialization, carry out setting again.